

# Quadball

*A sport for four teams of three people.*

## Basics

- The teams are formed by three players: one goalkeeper and two offensive players.
- Two games are played simultaneously on the same court: Each team plays against the team whose goal is opposite to theirs (from now on this team is referred to as the “opposing team”). See [Match Format](#) for more details.
- Four balls are used:
  - Two Scorers, colored solid **blue** (for game A) or **red** (for game B), 18-20 cm in diameter, with a hardness similar to a handball.
  - Two Disarmers, colored solid white, 12-14 cm in diameter, with a hardness similar to a high-density foam street hockey ball.
- Players must dribble the Scorer in order to move with it. A maximum of three steps while holding the Scorer are allowed. Once the Scorer is held after dribbling, it cannot be dribbled again; the player must pass to their teammate.
- A player is stalled if they are hit with a Disarmer thrown by a member of the opposing team .
  - The member of the opposing team who threw the Disarmer must call out the hit.
  - If the player catches the Disarmer, the hit is void; it only counts as a hit if the Disarmer falls to the ground.
  - When a player is hit, they must immediately drop any Disarmer they are carrying, and cannot pick it up again before someone else touches it. They are not allowed to throw it: they must drop it on the spot.
  - A Disarmer can be intercepted by anyone, even by a player from the other game. If it hits a player from the other game, the hit is void.
  - Both Disarmers are shared between both games.

## Scoring

- Points are scored when the appropriate Scorer (same color as the goal) passes through the opposite team’s goal. All of the points a team scores throughout all of their games are added up together to tally up to their final match score.
- All four teams are ranked in order of their final match score, resulting in a winner, a runner-up, a third, and a loser.
- At the end of the match, ties are broken in the following manner, with the first non-equal category breaking the tie:
  1. Team that achieved the most goals in their game against the team with which they are tied.
  2. Team that committed the least fouls in their game against the team with which they are tied.
  3. Golden goal.

## Playing field

- The playing field is similar to a standard handball court, with modifications as depicted in figure 1.
- Only the defending goalkeeper is allowed inside the goal end zone.
- Any other player is allowed in the goal end zone for a maximum of three seconds, and only if they are not holding any balls.
- Offensive players are allowed to jump into the end zone while holding a ball, as long as they pass the ball, throw the Disarmer or shoot to goal before they touch the floor inside the zone.
- Goalkeepers are allowed to pass any of the balls forward to offensive players as long as the pass does not go over the half-court line.

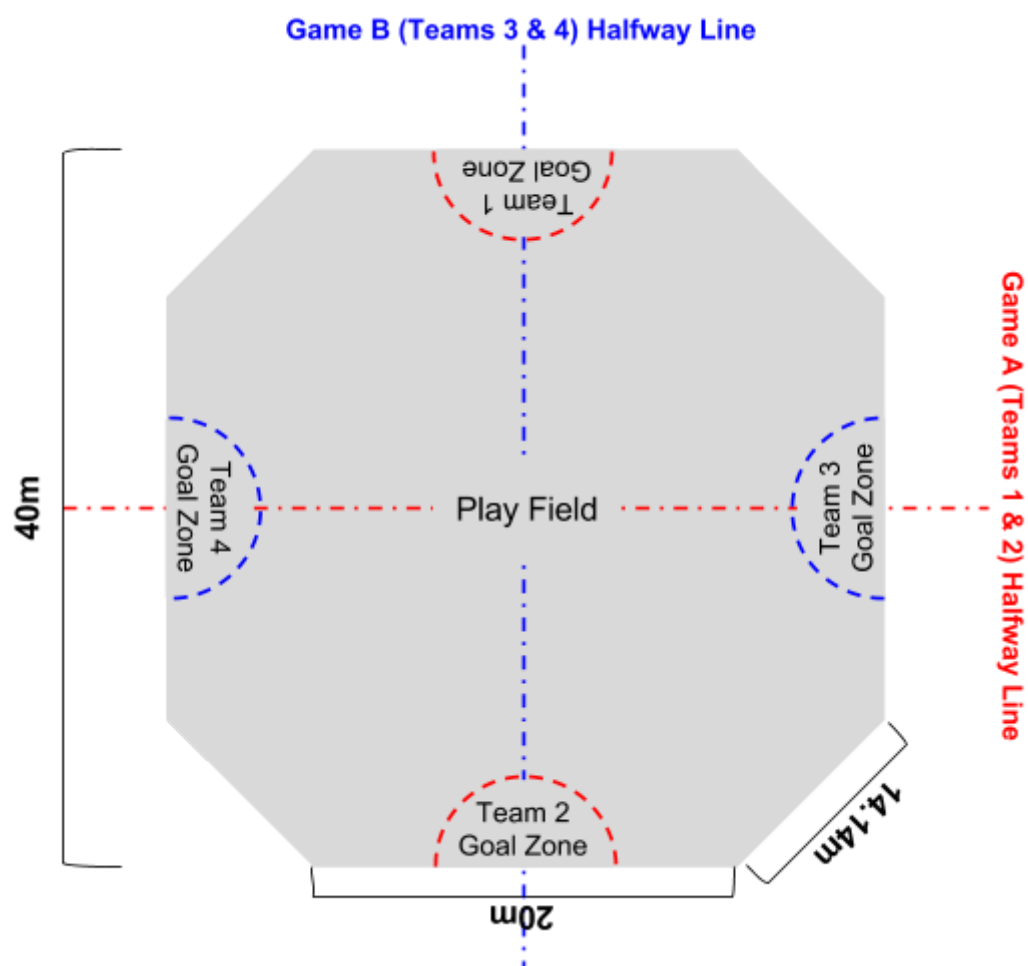


Figure 1: Court diagram

# Match Format

The play format allows for each of the four teams to face each other once and moves teams around the field to ensure there is as little positional advantage as possible. Overall, each match comprises a tournament of 4 teams.

The matchup pattern of the match is as follows:

	Game A	Game B
<b>1<sup>st</sup> Third</b>	Team 1 vs. Team 2	Team 3 vs. Team 4
<b>2<sup>nd</sup> Third</b>	Team 1 vs. Team 3	Team 2 vs. Team 4
<b>3<sup>rd</sup> Third</b>	Team 1 vs. Team 4	Team 2 vs. Team 3

Figure 2 shows the placement of each team's goal for each of the periods of play:

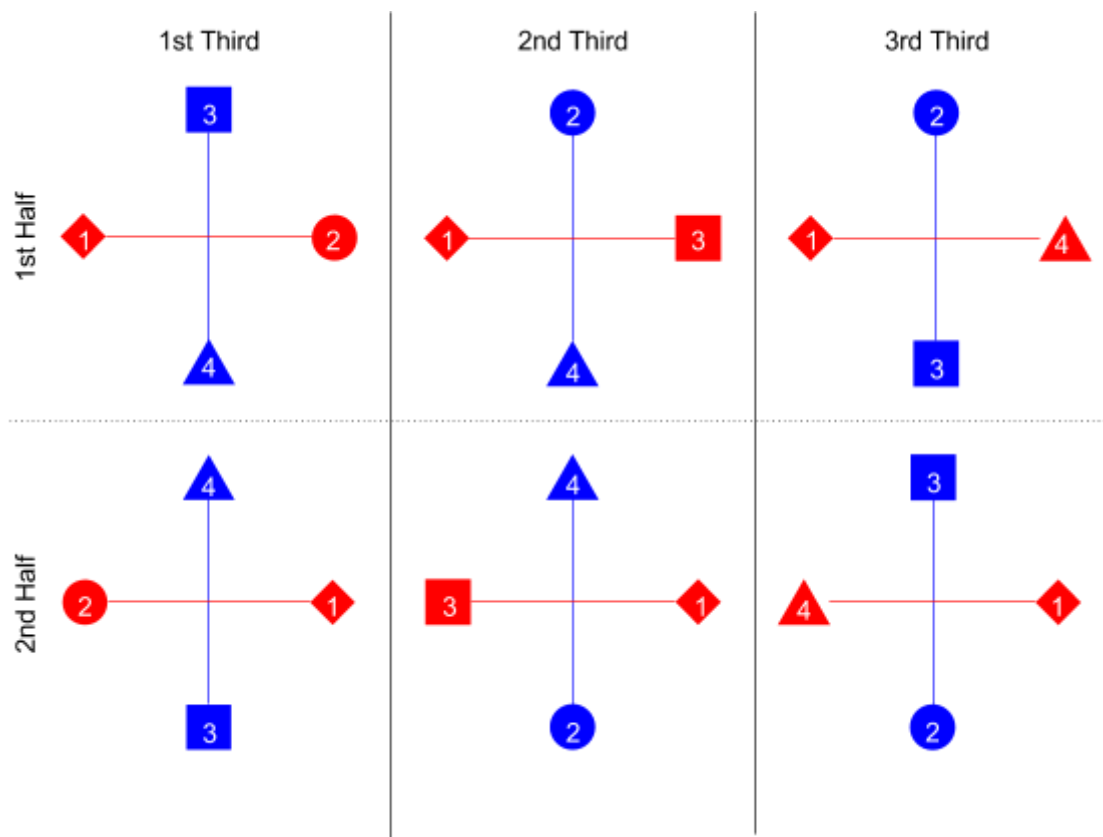


Figure 2: Team matchup pattern of a Quadball match

## Match

- A match lasts 30 minutes
- The match is divided into Thirds, ensuring that all teams play all other teams

## Third

- Each third consists of two games, played simultaneously
- A Third lasts 10 minutes total, divided into 2 halves of 5 minutes each

## Game

- A game is played between two teams
- Each team in a game attempts to score points in the manner detailed by [Scoring](#)
- Teams in the same game switch goals at the third's half time

## Starting and resuming play

- Each third starts with the referee flipping a coin twice to decide which two teams start the first half of the third in possession of the Scorer. The second half of the third is started by the opposing team.
- The Scorer is put into play from the middle of the field; an offensive player from the starting team does so by passing it to the other offensive player in his team, who must be behind their half-court line. This pass cannot be intercepted. Both Scorers are put into play at the same time.
- The Disarmers enter play in possession of the teams that are not putting the Scorers into play.
- After scoring the game resumes with the goalkeeper of the team in whose goal the point was scored passing the Scorer to a teammate. This pass cannot be intercepted, and as with all goalkeeper passes, must not go over the half-court line.
- The Disarmers are never out of play; if they go over the sidelines, any player can go over and pick them up, but they cannot throw them until they are within the play field again.
- Once the Scorer goes over the sidelines it is out of bounds and is awarded to the opposing team at the point it went out.
- On a throw-in, the Scorer must be passed to a teammate before a shot on goal can be attempted (i.e. no direct shots on goal from out of bounds).
- All defenders must stay back at least 3 feet from the in-bounder when the Scorer is being thrown in.

## Penalties

- Rough play is not allowed, regardless of whether the players involved are in the same game; fouls or penalties are called by the referee, and the offending team turns over possession of any balls they are holding to their opposing team, resuming play as fast as possible. Penalizations are discussed and implemented at the end of the half-third.